#9004

Space Master
Companion II

Advanced and Optional Rules for Space Master™

I.C.E.

SPACE MASTER COMPANION II ™

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Credits

1.0
INTRODUCTION

Once again we find ourselves with a Space Master Companion full of new material, new ideas, and new options. As you can see by leafing through this book, it is quite different from its predecessor, *Space Master Companion I.*™ While that book focused primarily on new character creation options, professions and skills, this book focuses on new telepathy techniques, equipment, and science.

A book of new equipment is an easy thing for a GM to deal with. Each separate weapon or device can be allowed or discarded by the GM, at his whim. They are also easily altered to fit into various campaigns or power levels. If something seems unbalancing, the GM can make it very expensive, illegal to possess, or it can be disallowed altogether.

The entirely new psychic system, Psifire, will enchance any game, and make telepathy a totally unique ability. Unlike the current system, it is not at all like *Rolemaster*™ spell casting.

There's a lot contained in this book. Something to please just about every GM and player. Enjoy.
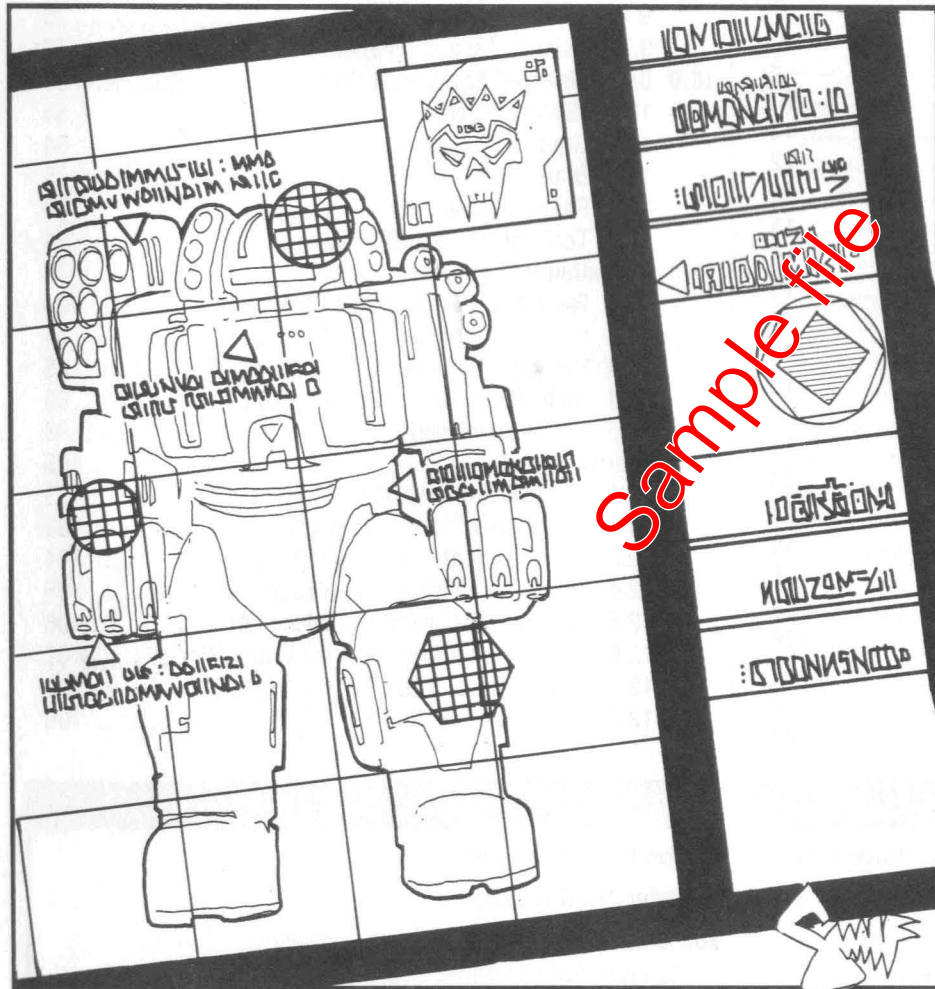
1.1
NOTATION

The material in *Space Master Companion II* often uses the standard referencing notion for ICE products.

SM — Space Master™ (2nd edition)

RM — Rolemaster

SpaMCo I — Space Master Companion I

PB — Player Book (in SM)

GMB — GM's Book (in SM)

TB — Tech Book (in SM)

RMCI — Rolemaster Companion™

1.2
REFERENCING ROLEMASTER PRODUCTS

Though this book is about *SM*, we must not forget that the game evolved from ICE's fantasy role playing game, *RM*. As a result, the material in *SpaMCo II* draws heavily on the series of *RMC*s, as well as the core *RM* rules. When articular section of this product references to an *RMC* installment or an *RM* book (like *Spell Law* or *Arms Law*), what are you supposed to do; particularly when you do not own the product in question? Wellrst of all, do not panic!

We have found that most *SM* players know a lot about *RM*, because they got into that system first. But, if you are one of the few who play *SM* to the exclusion of *RM*, just ignore those sections that reference *RM* products. This is an optional rules compliation afte all. Think of the *RM*-referenced rules as more optional than the others—you do not need them. If you think this is a cheap cop-out and that all relevant and previously published *RMC* material dhave been included in this product, imagine all of the otherrmation we would have had to axe-out of this product. It wouldhave been quite a bit, and many consumers would have been upset about buying rehased material.

So do not get mad thinking you are forced to go out and buy some other books just to get a few small references. Forget about them. Instead, focus on all the new material appearing here.

NOTE: *For readability purposes, these rules use the standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings he/she, her/him, etc.*

2.0
PROFESSIONS

2.1
COMBAT ENGINEER

This profession is practiced at overcoming obstacles to allow others, including himself, to get reach a destination. If there was a river to cross, the Combat Engineer would build a bridge or otherwise ford it. If there was a ship to board and capture, the Combat Engineer would ensure that that ship's bulkheads were taken down and his ship securely moored to it. He makes the best use of his immediate surrounding environment.

A Combat Engineer specializes in resourcefulness. They are also adept in demolitions, engineering and combat. When working alone, or in small groups, he excels at infiltration.

This profession receives +1 per level in all engineering skills and outdoor skills. The prime requisites of the Combat Engineer are Intuition and Reasoning.

All Technics and Astronautic skill costs are that of an Engineer. All Combat and General skill costs are those of the Explorer. All other primary and secondary skill costs are the same as for an Arms Tech.

2.2
BLACK MARKET MERCHANT/SMUGGLER

This profession deals with operating the 'ins and outs' of both local and interplanetary governments, customs agencies and especially in the black Market. A BM Merchant/Smuggler, whether working within the law or not, must have great foresight and knowledge about where he travels and who he deals with. His main goal in is to make money. He buys goods from manufacturers (or some other not-so-noble source), then sells them to others, at a profit. Though this sounds simple, the Merchant or Smuggler has many things to consider. For example,

- those people he deals with,
- the local government's stance on the goods he trades,
- the degree of local law enforcement,
- competition from other traders,
- who he hires and how loyal they really are.

In this profession, there are no joy rides. Often, careers are more dangerous than the Galactic Marines. Merchant/Smugglers receive +2 per level bonus to the following skills: Trading, Advertising, Propaganda and Administration. They also receive +1 per level bonus to N-Space Piloting and N-Space Astrogation. The prime requisites of this profession are Empathy and Presence.

All primary skills, except Combat and Weapon skills, are developed as an Explorer. Combat and Weapon skills are developed as an Entertainer. All other primary skills and secondary skills are developed as a Criminologist.

2.3
TINKERER/SCAVENGER

The Tinkerer/Scavenger specializes in jury-rigging mechanical and electrical components (i.e., unorthodox repairs and modifications). He also builds machines and other technological marvels from scratch, using whatever he can find as parts. When the proper material is not available, he finds whatever else will work instead.

This is a dangerous profession; one wrong wire connection and it could be time to retire, permanently. The Tinkerer/Scavenger's prime requisites are Intuition and Empathy. They receive +3 per level to all Gimmickry skill rolls and +1 per level to all mechanical, item and device skill rolls.

All Engineering and Technical skills are developed as a Systems Tech. All General skills are developed as a Criminologist. All other skills are developed as an Anarchist.

2.4
ANDROID/ROBOT HUNTER

One who is trained to both detect androids and find runaway robots (as well as how to properly dispose of both). The Android/Robot Hunter learns the psyche of these synthetic beings to better understand them and their motives. Those who excel at this profession can tell the difference between a human and android without the use of a scanner, though it takes time. They receive +1 per level when attempting to identify an android.

Part of this knowledge possessed by this profession deals with the understanding of how both androids and robots are constructed and how they work. Many build robots and androids as a hobby, others despise them and will have nothing to do with them, even "off-duty."

The prime requisites of an Android/Robot Hunter are Empathy and Memory. This profession receives +1 per level on all robots and cybernetics skill rolls. They buy Ambush at half cost for use against robots and androids.

The Android/Robot Hunter develops Perception, Engineering and Technical skills as an Investigator. All other skills are developed as a Law Enforcement Officer.

2.5
PSYCHOT

One who has driven both his mind and body to the edge with extreme dosages of all types of drugs and med tabs. The Psychot is not without reason, though. Through the medium of these narcotics, synthetic designer drugs, hallucinogens and other powerful medications, the Psychot pushes himself to greater physical and mental ability for limited durations.
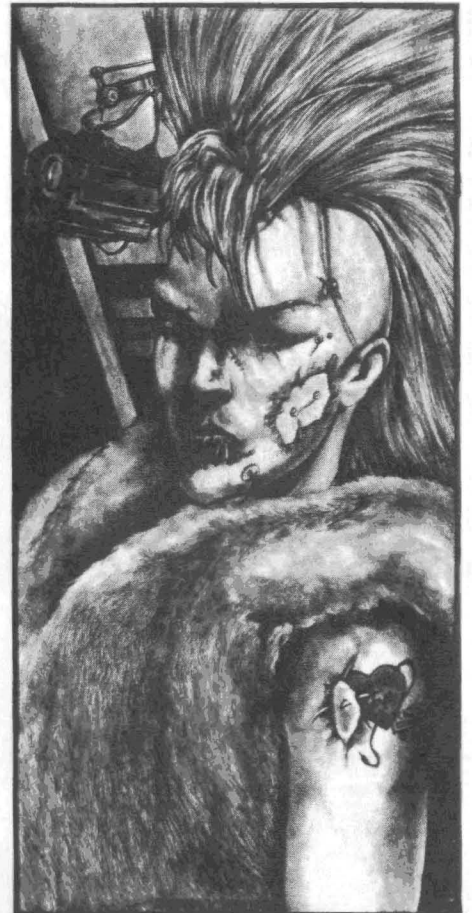
Psychots have succeeded in super-human feats of strength, speed, damage resistance and psionic ability (with the proper drugs). Unfortunately, the life of a Psychot is extremely fast and extremely dangerous (history has never recorded one living past the age of twenty five). They live on a razor's edge, constantly fearing a lethal overdose or rehab.

The GM and the player may wish to discuss various addictions and special abilities gained from this dangerous and deadly drug abuse. This can be done by tailoring the Background Options to fit the character and the unique profession.

The prime requisites of the Psychot are Constitution and Self Discipline. They receive +3/level in Drug Tolerance and all Meditation skills. All Medical skills are developed as a Physician. Body Development is developed as an Armsman. All other skills are developed as an Anarchist.

2.6
BOUNTY HUNTER

One trained in the tracking, subduing and or elimination of others. The Bounty Hunter is no more than a semi- civilized mercenary working within society. No two bounty hunters work alike. Some have honor and care for their quarries, seeing them safely to their destination. Others only see those they seek as a month's rent or a needed repair for their space ship.

Bounty Hunters receive +2/level to all Tracking, Read Tracks and Subduing skill rolls.

All Combat and Perception skills are developed as an Explorer. All General and Subterfuge skills are developed as a Criminologist. All other skills are developed as an Armsman.

3.0
COMBAT OPTIONS

3.1

EXTENSIVE DAMAGE BEYOND MARK# LIMITATIONS

In a combat situation under **SM** rules, each weapon has an absolute limit for damage. That point which no roll can possibly exceed no matter how high the total roll. Five overloads made at point blank range, with a computerized +20 laser targeting system, still cannot exceed 8 hits and a type C critical when done with a Mark 1 projectile versus a completely unarmored foe, or even less for other armor types.

Any weapon should be allowed the opportunity to kill if damage can be done. If it is possible to do damage, it should be possible to do a critical, and if it is possible to do a critical, it should be possible to kill. Although it might be a lot more difficult to additional damage and criticals, it should at least be possible. The following is a chart which will provide guidelines based on the amount of the total roll over the Mark limit, to determine additional damage and higher criticals. There are four columns: two for additional hits, and two for additional criticals. One column in each pair is a smoothed range, providing a greater degree of difficulty for lower Mark weapons. The second column may be used to simplify the entire procedure and use a standard adjustment for all weapon Mark #s.

The numbers (e.g., every 6, every 10, etc.) represent the total amount of the roll over the maximum Mark limit represented on the attack chart. For each full increment of this amount, damage is increased by one.

Example: *A Bounty Hunter is attacking with a Mark 2 Small Projectile versus Armor Type 4. Based on the attack chart, the character cannot roll a total attack greater than 105. If the PC has a total roll of 185, this is a total of 80 greater than the 105 maximum. This would mean that an additional 10 concussion hits are sustained (80 divided by 8), and the critical will be increased by one severity level. Versus AT 4, at 105 the result is 11C. Therefore, the new result is a total of 21 hits and a D critical (21D). However, if the GM wanted to use the simple side, an additional 26 hits are sustained, and the critical is still increased by only one severity, (11C becomes 37D).*

3.2

NATURAL STUNNER RESISTANCE

Stunners operate by pulsing electromagnetic radiation at their targets, and spreading throughout the nervous system from the point of impact. As the pulses spread, they tend to lose power and therefore lose effect. Because of this, a larger target tends to be less prone to stunner effects. The greater mass provides a larger volume through which

the electromagnetic radiation must be dispersed. With the same respect, smaller targets are more susceptible to the effects due to the smaller mass for dispersal.

To determine resistance, examine the character's natural body weight. The average weight range is that area in which there will be no modifiers. For humans, this range will be from 120 to 180 pounds. For every 20 pounds of natural body weight above this range, the PC will gain a natural stunner resistance of +5 to DB. (e.g., A PC with a natural body weight of 220 pounds will have +10 DB vs stunners).

However, anyone less than 120 pounds suffers an adverse effect. Although DB will remain unaffected, the damage incurred will be greater. For each 20 lbs less than the specified range, all critical results will be increased by one category, and hits will be increased by 10%. The DB will not be affected because the smaller person does not become easier to hit, just easier to hurt. However, for those larger folks, the natural resistance will be dropped by -5 for each Mark of stunners greater than 1. For example, a person of 220 lbs would have a +10 vs a Mark 1 stunner, but only +5 vs a Mark 2 stunner, and +0 vs a Mark 3 stunner. Although modifiers could be made for smaller PCs and larger powered stunners, why not give them a break, don't they suffer enough? However, if the GM insists on using such modifiers, it is suggested that with the higher powered stunners, only hits should continue to be modified. Otherwise, some little guy will always take an E stun critical every time he's winged by a Mark 5 stunner. For every Mark above 1, increase the hits by an additional 5%.

EXTENSIVE DAMAGE CHART					
	Additional Hits			**Additional Criticals**	
Mark level	**Smoothed**	**Simple**		**Smoothed**	**Simple**
Mark I	every 10	every 3		every 70	every 50
Mark II	every 8	every 3		every 65	every 50
Mark III	every 6	every 3		every 60	every 50
Mark IV	every 5	every 3		every 55	every 50
Mark V	every 3	every 3		every 50	every 50

Example: *A little guy, who has a natural body weight of 80 pounds, is hit by a Mark 3 Stunner. This PC is two brackets under the 120 lower limit. He will suffer an additional 10% hit increase for each increase in Mark level. (120 - 80 = 40 and 40 divided by 20 pounds = 2 brackets below lower limit. 2x the +5% increase is +10%.) However, the PC already suffers +10% vs the standard stunner. Therefore, the PC will now suffer a 20% increase in hits sustained by a Mark 3 stunner.*

3.3

POWERED TOOLS AND MELEE

Something which was completely overlooked in the *Tech Book's* combat material was the opportunity for using powered tools in combat. When times get desperate, and no normal weapon can be found, why not a truly devastating chainsaw if it is available? Powered tools, especially saws, become extremely scary when used in melee. However, they are not designed for combat use, the result being that they are very bulky and off-balance, not to mention just plain heavy!

Such problems are reflected in an Encumbrance Modifier applied to attack rolls made with such weapons. (Refer to the Weapon Chart in Section 8.0). The list only shows the relatively compact tools (or tools which may have some movement around a base unit. e.g., Arc Welder depending on how powerful it is: there are no High Velocity Earth Drills, Jack Hammers, Heavy Industrial Equipment, or Mass Mining Equipment, etc.) Although there is no reason why modifiers and charts could not be determined for much larger weapons. However, some of the larger equipment might be more likely to be incorporated into *Armored Assault*, or perhaps *Star Strike* if the circumstances fit the situation.

3.4

VEHICULAR IMPACT

There are no guidelines for using a vehicle to injure a person, and hit and runs are not exactly uncommon. Some simple rules of thumb will help determine damage from such a situation. First of all, determine how fast a vehicle is going in miles per hour. This velocity will be the pilot's bonus on the combat chart. However, the target will get a maneuver to reduce the effects of the attack. The maneuver's difficulty will be determined by the velocity of the vehicle, and how many seconds the PC has to react before it collides with him.

Each second that the target character has to prepare for the vehicle, he may reduce the difficulty level by one category.

IMPACT AVOIDANCE CHART	
Vehicle's Speed (kph)	Maneuver Difficulty
01-05	Routine
06-15	Easy
16-25	Light
26-50	Medium
51-70	Hard
71-100	Very Hard
101-130	Ext. Hard
131-200	Sheer Folly
201+	Absurd

Example: *A character sees a vehicle round the corner, and he realizes that he is in danger when the engine races and the car accelerates. The vehicle approaches at 120 kilometers per hour (a +120 attack). This is an Extremely Hard Maneuver for the character to avoid being hit. However, the character has two second to prepare/run, reducing the difficulty level by 2 categories (bringing it down to a Hard Maneuver). He rolls on the Hard Maneuver Chart and the GM decides that it makes sense to add his Agility modifier to the roll as well. The total maneuver roll, with modifiers, is 78. On the Hard Maneuver column, this is a result of 50. That result from the Maneuver Chart is applied against the oncoming vehicle (that is, the character's DB is increased by 50).*

All Vehicular Impacts are made on the Fall/Crush attack chart. If an attack results in multiple criticals, the primary critical is an Impact and the secondary is a Crush.

ARMS LAW VS SPACE MASTER ARMOR CHART

Weapon	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Bare Fist	-0	-0	-0	-0	-0	-5	-5	-15	-20	-25	-30	-35	-25	-30	-30	-35	-35	-40	-45	-50	-80	-100	-110	-120
Battle Axe	-0	-0	-0	-0	-0	-0	-5	-5	-5	-5	-10	-15	-10	-15	-15	-20	-15	-20	-25	-30	-50	-60	-80	-100
Bola	-0	-0	-0	-0	-0	-5	-15	-20	-15	-20	-25	-30	-20	-25	-25	-30	-25	-30	-35	-40	-65	-90	-105	-115
Broad Sword	-0	-0	-0	-0	-0	-0	-5	-5	-5	-5	-10	-15	-10	-15	-15	-20	-15	-20	-25	-30	-55	-65	-75	-110
Club	-0	-0	-0	-0	-0	-5	-10	-10	-10	-15	-15	-20	-15	-15	-15	-20	-15	-20	-30	-35	-60	-80	-100	-115
Composite Bow	-0	-0	-0	-0	-5	-5	-15	-15	-15	-20	-20	-25	-20	-20	-20	-25	-20	-25	-35	-40	-60	-80	-100	-115
Dagger	-0	-5	-0	-0	-5	-10	-15	-20	-15	-20	-25	-30	-20	-25	-25	-30	-25	-30	-40	-45	-70	-100	-110	-120
Falchion	-0	-0	-0	-0	-5	-5	-10	-10	-10	-10	-15	-20	-10	-15	-15	-20	-15	-20	-30	-35	-55	-65	-75	-110
Flail	-0	-0	-0	-0	-0	-0	-5	-5	-5	-10	-10	-15	-10	-15	-15	-20	-15	-20	-30	-35	-50	-60	-80	-110
Hand Ax	-0	-5	-0	-0	-5	-10	-15	-15	-15	-20	-25	-30	-20	-25	-25	-30	-25	-30	-40	-45	-70	-90	-110	-120
Heavy Crossbow	-0	-0	-0	-0	-0	-0	-5	-5	-5	-5	-10	-15	-10	-15	-15	-20	-15	-20	-30	-35	-50	-75	-95	-105
Javelin	-0	-0	-0	-0	-0	-5	-10	-15	-10	-15	-15	-20	-15	-20	-20	-25	-20	-25	-40	-45	-70	-90	-110	-120
Lance	-0	-0	-0	-0	-0	-0	-10	-10	-10	-15	-15	-20	-15	-20	-20	-25	-20	-25	-35	-40	-65	-85	-105	-115
Light Crossbow	-0	-0	-0	-0	-5	-5	-10	-15	-10	-15	-20	-25	-20	-20	-20	-25	-20	-25	-35	-40	-55	-80	-100	-115
Long Bow	-0	-0	-0	-0	-0	-5	-10	-10	-10	-15	-15	-20	-15	-20	-20	-25	-20	-25	-30	-35	-55	-75	-95	-110
Mace	-0	-0	-0	-0	-0	-0	-5	-10	-5	-10	-15	-20	-10	-15	-15	-20	-15	-20	-35	-40	-55	-65	-85	-115
Main Gauche	-0	-5	-0	-0	-5	-10	-15	-20	-15	-20	-25	-30	-25	-30	-30	-35	-30	-35	-45	-50	-70	-100	-110	-120
Morning Star	-0	-0	-0	-0	-0	-0	-5	-5	-5	-10	-10	-15	-10	-15	-15	-20	-15	-20	-30	-35	-50	-60	-85	-115
Pole Arm	-0	-0	-0	-0	-5	-5	-10	-15	-10	-15	-15	-20	-15	-20	-20	-25	-20	-25	-40	-45	-65	-90	-110	-120
Quarterstaff	-0	-0	-0	-0	-0	-0	-10	-15	-10	-15	-15	-20	-20	-20	-20	-25	-20	-25	-35	-40	-65	-85	-105	-115
Rapier	-0	-0	-0	-0	-5	-5	-10	-15	-10	-15	-20	-25	-20	-25	-25	-30	-25	-30	-40	-45	-65	-95	-105	-115
Scimitar	-0	-0	-0	-0	-0	-5	-10	-10	-10	-15	-15	-20	-15	-20	-20	-25	-20	-25	-35	-40	-60	-70	-85	-105
Short Bow	-0	-0	-0	-0	-5	-5	-15	-20	-15	-25	-25	-30	-20	-25	-25	-30	-25	-30	-40	-45	-65	-85	-110	-120
Short Sword	-0	-0	-0	-0	-5	-10	-15	-15	-15	-20	-25	-25	-20	-25	-25	-30	-25	-30	-35	-40	-65	-80	-100	-115
Sling	-0	-0	-0	-0	-5	-10	-15	-20	-15	-20	-25	-30	-25	-25	-25	-35	-25	-30	-45	-50	-70	-100	-110	-120
Spear	-0	-0	-0	-0	-0	-5	-10	-15	-10	-15	-15	-20	-15	-20	-20	-25	-20	-25	-40	-45	-70	-90	-110	-115
2-Handed Sword	-0	-0	-0	-0	-0	-0	-5	-5	-5	-5	-10	-15	-10	-15	-15	-20	-15	-20	-30	-35	-55	-60	-75	-90
Warhammer	-0	-0	-0	-0	-0	-0	-5	-5	-5	-10	-10	-15	-10	-15	-15	-20	-15	-20	-30	-35	-55	-60	-75	-90
War Mattock	-0	-0	-0	-0	-0	-0	-5	-5	-5	-5	-10	-15	-10	-15	-15	-20	-15	-20	-30	-35	-50	-60	-70	-85
Whip	-0	-0	-0	-0	-5	-5	-10	-10	-15	-20	-20	-25	-20	-25	-25	-30	-25	-30	-45	-50	-75	-90	-110	-120

Armor Type across the top (columns 1–24).

3.5

DAMAGE TO PERSONAL EQUIPMENT

Something that never seems to have much attention paid to it is whether or not personal equipment is damaged when injuries are inflicted on a character. For example., if a character is wearing headgear and takes a shot to the head, is the gear destroyed or not? If the location of the equipment on the body is known, and a hit is made in an area with some equipment, there should be a chance that the equipment is destroyed. Use the number of hits afflicted on that area as the base percent chance of destroying the equipment, and modify it as follows: very fragile = +50, fragile = +25, non-fragile = +0, lightly armored or heavy duty = -15, very heavy duty = -40.

3.6

WHAT OF ARMS LAW?

RM consists of three books in its boxed set. One of the three books is *AL* and consists of the attack charts for all of the melee weapons. When the melee charts were converted into **SM**, somehow they were all squeezed into a single chart. This is very unfortunate, because the system lost the variations of weapon vs armor types. The benefits of one weapon over another became obsolete. However, in many situations, one weapon would serve much better than another. For example, would you rather use a dagger or a war mattock versus a heavily armored foe? The war mattock has a much better reputation for ripping through armor than does a dagger. If a dagger happens to be the only weapon available, then *good luck!* The following chart is designed to help incorporate the weapons of *RM* into

SM. Most of the weapons have deficiencies, especially in the higher armor types. However, this is due to the highly superior materials and construction of those types of armor. However, superior materials can also be used to make weapons. The modifier for superior materials should be left up to the GM, but it is advised not to exceed +20 on any weapon.

To use the following chart, *AL* must be available. Turn to the appropriate chart for the weapon being used. Cross reference the Weapon Chart with the Armor Type of the foe on the following chart. The modifier there is added to the attack roll. The resulting total is cross-indexed on the attack chart in *AL* to determine damage inflicted. The modifiers on this chart are only used on the attack roll, not critical results rolls, etc. Variations in criticals will come naturally from the modifiers being added onto the combat rolls. This will not reduce the critical roll itself, but will tend to reduce critical class.

MELEE AND TWO TARGETS

Occasionally, characters may find themselves facing the power axes of two foes. Fighting both opponents can be very dangerous. If the character is exceptionally skilled with his weapon, he could effectively attack both of the opponents with a single sweep of the sword (or whichever potential weapon he finds available). However, such an attempt does not go without restrictions or modifiers.

First, the weapon must be of an appropriate length to allow a sweep which could effectively attack two people. Obvious examples would be pole arms, and two handed weapons. Some of the longer, one-handed weapons may also be employed for such uses (e.g., long sword, broad sword, bastard sword, etc.) but with additional modifiers. If the GM truly feels it is possible to use even smaller weapons (e.g., short swords, daggers, main gauches, etc.), do so with an additional modifier of -30 for both attacks. All of the modifiers are cumulative.

Second, the opponents must be standing in adjacent facings (i.e. standing next to each other). Flank and rear opponents cannot be attacked in this manner. Before attacking, the PC must designate his intention to attack both foes simultaneously. The PC must make separate attack rolls versus each of the foes. The attack versus the first opponent is made at -25, while the second attack is made at -50.

Example: *Melissa, while visiting a primitive culture similar to Medieval Earth, is attacked by two bandits. She is armed with a pole arm and has an OB of +70. One opponent is at her front, and the other at her flank. This means that she will be +45 for the first opponent and +20 for the second.*

One problem with attacks of this sort is that the second attack can be dramatically decreased by the results of the first attack. An exceptionally successful attack on the first foe can absorb a lot of the force and impact that would have carried into the second. This is reflected by additional modifiers based on the damage inflicted by the first attack. The first of the modifiers to consider

is that of the concussion hits not resulting from a roll on a critical chart.) This result is divided by two, and the result is used as a negative modifier for the second attack. Round down to give the attacker that ever so slight benefit from odd numbers. For example, a result of 17 hits would give a -8 to the second attack.

Also, critical results achieved in the first attack will affect the second strike. Every level of a critical result will decrease the second attack by -10 (e.g., an A crit is -10, a B is -20, a C is -30, etc.)

Results from within the critical will also have a negative result on the second strike. For each additional concussion hit achieved with a critical, there is a -1 modifier. For example, if a critical gives an additional 10 hits to the opponent, the second attack will be modifier by another -10 to the total. In addition, bleeding is worth -5 per hit (e.g., a critical resulting in bleeding at 3 hits per round yields an extra -15 to the attack total). Each round of stun will give a -5 to the second attack. Each round of "stunned and

unable to parry" is worth -10. Broken bones will result in -15 for the second attack total. Any critical result that gives an instant death or comatose conditions will result in -20 to second attack and lowering the second critical result by 1 level. These modifiers no doubt seem many and confusing, and will be laid out in a chart for easy reference.

With respect to criticals, some might ask "What about those high-ranking criticals which yield no real damage?" For example, a type E critical where the attacker is unfortunate enough to roll a very low number. In such a case, it is still accepted that the blow was very direct and solid. After all, it did do a type E critical even if the critical itself was not exceptionally effective. The -10 per level of critical severity should stand.

It should be noted that all the negative modifiers could result in modifying the attack roll down to the fumble range of the weapon! This would result in a fumble for the second attack.

TWO TARGET MELEE CHART

Circumstance	Penalty
Attack versus First Foe	-25
Attack versus Second Foe	-50
Short, one-handed weapons	-30
(not advised for use, only under GM discretion)	
Long, one-handed weapons	-10
2-Handed weapons	+0
Pole Arms	+10
Direct Concussion Hits	-1 for each 2 hits
(i.e., directly from attack chart)	
Critical Result	-10 for each crit level
Indirect Concussion Hits	-1 each
(i.e., derived from critical results)	
Bleeding hits per round	-5 each
Rounds Stunned	-5 each
Rounds Stunned and Unable to Parry	-10 each
Broken Bones	-15 each